

Rainforest Coding

Activity Help Sheets

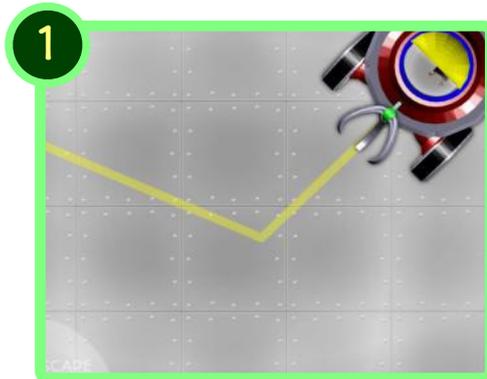
module 6

activity 22

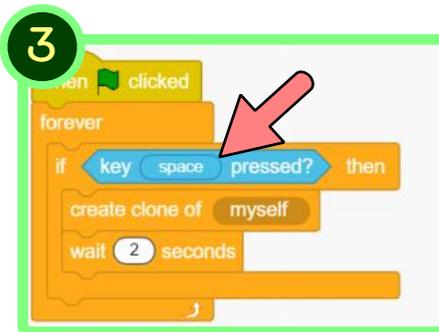
Attacking the Monster!

Goo missile sprite's program

1) This is the monster machine.



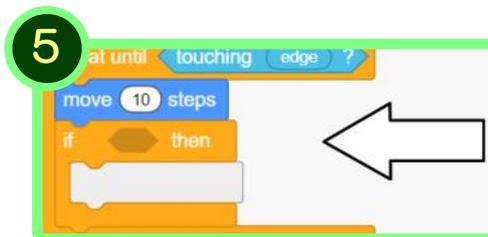
2) This is Dr. Han's test area.



3) This is the start of the goo missile code. When the space key is pressed it creates a clone of itself.



4) This is the start of the clone code. It moves the clone until it touches the edge of the screen. It then deletes the clone.



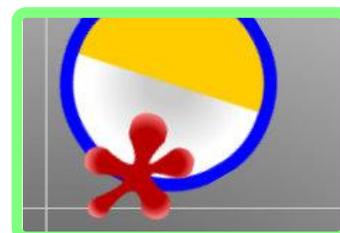
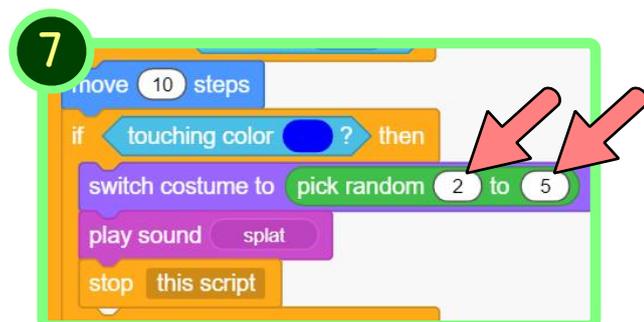
5) Add an 'if then' block inside the clone repeat loop.

6) Add a 'touching color' block on top of the 'if then' block.



6) The blue colour is the same as the edge of the monster machine window. When the cloned goo missile hits the blue window edge it must change to a 'splat' costume.

7) Use a pick random block on the switch costume block to switch to a random splat costume.



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module 6

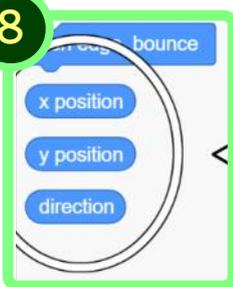
activity 22

Attacking the Monster!

Pen Bot Sprites's Program

The goo missiles need to start at the same position and fly in the same direction as the flying pen bot.

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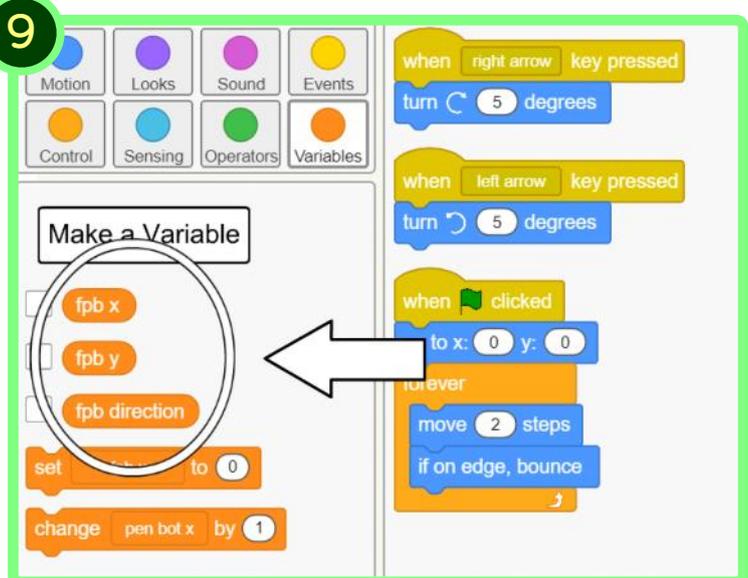


8) Each sprite has special blocks that store its:
x position
y position and
direction of the sprite.

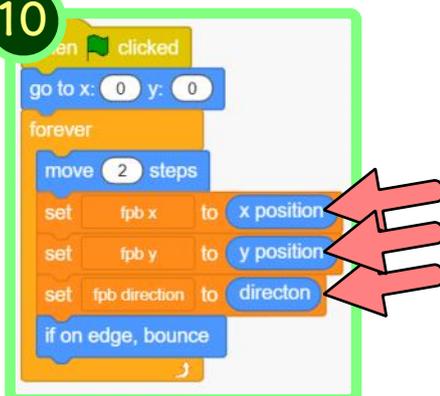
You need to move the pen bot's position and direction to the goo missile sprite.

9) Doctor Han has created three new variables to do this:
fpb x (flying pen bot x)
fpb y
fpb direction.

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10) Drag three set variable blocks just after pen bot has moved. Therefore every time pen bot moves the three fpb variables are set to the pen bot's: x position, y position, and direction.

Goo Missile Sprite's Program

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11) Finally, use the fpb variables to set the clone's x and y position and direction.

This will fire the goo missiles from wherever the flying pen bot is.